



Du hast getroffen

hat dich getroffen

RED

49900

FR	Rü	LS	RS	PH		FR	Rü	LS	RS	PH	BT	ZB	TG	Rang	Punkttestand:
0	1	0	1	0	Condor	0	3	1	0	2	4	2	0	3	5900
0	0	0	0	1	Olympia	3	0	1	0	0	8	4	1	5	5600
1	0	0	0	0	Lithos	0	0	1	0	0	0	0	2	7	4700
1	0	0	0	0	Krieger	0	0	0	0	0	0	0	18	10	4300
0	0	1	0	0	Reaver	0	0	1	0	0	3	0	0	12	3900
0	1	0	0	0	Blade	1	3	2	0	0	0	0	0	13	3700
0	1	0	0	0	Napalm	0	0	0	0	1	0	0	0	14	3700
0	0	0	0	0	Quazar	0	1	1	0	0	0	0	2	15	3300
2	1	0	0	0	Hellfire	0	2	1	2	0	0	0	0	16	3100
0	0	0	0	0	Vortex	0	0	0	0	0	4	0	2	20	1900
1	0	0	0	0	Yeldarb	0	1	0	0	0	0	0	0	21	1900
0	2	0	0	0	Umbriel	0	0	2	0	0	0	0	1	22	1900
0	0	0	0	0	Gothyk	0	0	0	0	0	0	0	0	23	1900
0	0	0	0	1	Argus	0	0	0	0	0	0	0	1	24	1600
1	1	1	0	0	Eclipse	0	0	1	0	0	0	0	0	26	1100
0	0	0	0	0	Whitecap	0	0	0	0	0	0	0	0	27	600
1	0	0	1	0	Element	0	0	0	0	0	0	0	0	28	400
0	0	0	0	0	Domino	0	0	0	0	0	0	0	0	29	400

BLUE

46850

FR	Rü	LS	RS	PH		FR	Rü	LS	RS	PH	BT	ZB	TG	Rang	Punkttestand:
0	0	0	0	0	Fireseer	0	0	0	0	0	0	0	8	1	7550
0	0	0	0	0	Dayglo	0	0	0	0	0	0	0	1	2	6500
0	0	0	0	0	Gauntlet	0	0	0	0	0	0	0	10	4	5850
0	0	0	0	0	Macro	0	0	0	0	0	2	1	1	6	5550
0	0	0	0	0	Talon	0	0	0	0	0	9	1	4	8	4500
0	0	0	0	0	Celcius	0	0	0	0	0	6	2	0	9	4400
0	0	0	0	0	Javelin	0	0	0	0	0	0	0	0	11	4100
0	0	0	0	0	Hornet	0	0	0	0	0	2	1	0	17	2700
0	0	0	0	0	Sable	0	0	0	0	0	0	0	0	18	2100
0	0	0	0	0	Zenith	0	0	0	0	0	1	0	0	19	2000
0	0	0	0	0	Inferno	0	0	0	0	0	0	0	1	25	1400
0	0	0	0	0	Falcon	0	0	0	0	0	0	0	0	30	200

Game 13510

Team Mit Targets und Bases

30.12.2025 17:00:41

Deine Statistik

Shots	32
Genauigkeit	65,62%
Players You Tagged	20
Players Tagged You	30
Tag Ratio	66,67%
Effectiveness	2,07%
Terminations	0
Warnings	0

Arena Stats

Basetreffer	1
Zerstörte Base	0
Targets Tagged	0

Rechte Schulter

Du hast getroffen 2

hat dich getroffen 2

Front

Du hast getroffen 7

hat dich getroffen 4

Linke Schulter

Du hast getroffen 2

hat dich getroffen 11

Rücken

Du hast getroffen 7

hat dich getroffen 10

Phasor

Du hast getroffen 2

hat dich getroffen 3

Ruhr Lasertag Bochum

Herner Str. 221-223

44809 Bochum

0234-95043209

